



CHARACTER NAME _____ PLAYER _____

CLASS AND LEVEL _____ CAREER LEVEL _____ RACE _____ ALIGNMENT _____ DEITY _____

SIZE _____ AGE _____ GENDER _____ HEIGHT _____ WEIGHT _____ EYES _____ HAIR _____ SKIN _____

CHARACTER RECORD SHEET

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	TOTAL	WOUNDS/CURRENT HP	NONLETHAL DAMAGE	SPEED
STR STRENGTH								
DEX DEXTERITY								
CON CONSTITUTION								
INT INTELLIGENCE								
WIS WISDOM								
CHA CHARISMA								

HP HIT POINTS: _____

AC ARMOR CLASS: _____ = 10 + _____ (ARMOR BONUS) + _____ (SHIELD BONUS) + _____ (DEX MODIFIER) + _____ (SIZE MODIFIER) + _____ (NATURAL ARMOR) + _____ (DEFLECTION MODIFIER) + _____ (MISC MODIFIER)

TOUCH ARMOR CLASS: _____ **FLAT-FOOTED** ARMOR CLASS: _____

INITIATIVE MODIFIER: _____ = _____ (DEX MODIFIER) + _____ (MISC MODIFIER)

SAVING THROWS

	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER	CONDITIONAL MODIFIERS
FORTITUDE (CONSTITUTION)							
REFLEX (DEXTERITY)							
WILL (WISDOM)							

BASE ATTACK BONUS _____

SPELL RESISTANCE _____

GRAPPLE MODIFIER: _____ = _____ (BASE ATTACK BONUS) + _____ (STRENGTH MODIFIER) + _____ (SIZE MODIFIER) + _____ (MISC MODIFIER)

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES		

AMMUNITION _____

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES		

AMMUNITION _____

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES		

AMMUNITION _____

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
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AMMUNITION _____

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES		

AMMUNITION _____

CLASS SKILL	SKILL NAME	KEY ABILITY	SKILL MODIFIER	MAX RANKS (CLASS/CROSS-CLASS)	
				ABILITY MODIFIER	RANKS

- APPRAISE ■ INT _____ = _____ + _____ + _____
- BALANCE ■ DEX* _____ = _____ + _____ + _____
- BLUFF ■ CHA _____ = _____ + _____ + _____
- CLIMB ■ STR* _____ = _____ + _____ + _____
- CONCENTRATION ■ CON _____ = _____ + _____ + _____
- CRAFT ■ (_____) INT _____ = _____ + _____ + _____
- CRAFT ■ (_____) INT _____ = _____ + _____ + _____
- CRAFT ■ (_____) INT _____ = _____ + _____ + _____
- DECIPHER SCRIPT INT _____ = _____ + _____ + _____
- DIPLOMACY ■ CHA _____ = _____ + _____ + _____
- DISABLE DEVICE INT _____ = _____ + _____ + _____
- DISGUISE ■ CHA _____ = _____ + _____ + _____
- ESCAPE ARTIST ■ DEX* _____ = _____ + _____ + _____
- FORGERY ■ INT _____ = _____ + _____ + _____
- GATHER INFORMATION ■ CHA _____ = _____ + _____ + _____
- HANDLE ANIMAL CHA _____ = _____ + _____ + _____
- HEAL ■ WIS _____ = _____ + _____ + _____
- HIDE ■ DEX* _____ = _____ + _____ + _____
- INTIMIDATE ■ CHA _____ = _____ + _____ + _____
- JUMP ■ STR* _____ = _____ + _____ + _____
- KNOWLEDGE (_____) INT _____ = _____ + _____ + _____
- KNOWLEDGE (_____) INT _____ = _____ + _____ + _____
- KNOWLEDGE (_____) INT _____ = _____ + _____ + _____
- KNOWLEDGE (_____) INT _____ = _____ + _____ + _____
- KNOWLEDGE (_____) INT _____ = _____ + _____ + _____
- LISTEN ■ WIS _____ = _____ + _____ + _____
- MOVE SILENTLY ■ DEX* _____ = _____ + _____ + _____
- OPEN LOCK DEX _____ = _____ + _____ + _____
- PERFORM (_____) CHA _____ = _____ + _____ + _____
- PERFORM (_____) CHA _____ = _____ + _____ + _____
- PERFORM (_____) CHA _____ = _____ + _____ + _____
- PROFESSION (_____) WIS _____ = _____ + _____ + _____
- PROFESSION (_____) WIS _____ = _____ + _____ + _____
- RIDE ■ DEX _____ = _____ + _____ + _____
- SEARCH ■ INT _____ = _____ + _____ + _____
- SENSE MOTIVE ■ WIS _____ = _____ + _____ + _____
- SLEIGHT OF HAND DEX* _____ = _____ + _____ + _____
- SPELLCRAFT INT _____ = _____ + _____ + _____
- SPOT ■ WIS _____ = _____ + _____ + _____
- SURVIVAL ■ WIS _____ = _____ + _____ + _____
- SWIM ■ STR* _____ = _____ + _____ + _____
- TUMBLE DEX* _____ = _____ + _____ + _____
- USE MAGIC DEVICE CHA _____ = _____ + _____ + _____
- USE ROPE ■ DEX _____ = _____ + _____ + _____
- _____ = _____ + _____ + _____
- _____ = _____ + _____ + _____
- _____ = _____ + _____ + _____

■ Denotes a skill that can be used untrained.
 Mark this box with an X if the skill is a class skill for the character.
 * Armor check penalty, if any, applies. (Double penalty for Swim.)

